Look For These Other Great Titles from Disney Interactive

Disney's
Donald Duck
Goin' Quackers

Disney's
The Emperor's New Groove
Action Game

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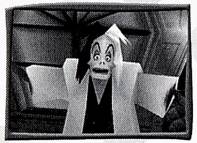
PROGRAM MANUAL

PUPPIES TO THE RESCUE

Oddball and Domino are always looking for a little adventure. Unfortunately, it usually gets them into trouble! Whenever there's mischief afoot, this brother-and-sister team always seem to be at the bottom of it.

Take today, for example. Once again they "forgot" their mother's wishes and went outside for a little pirate-treasure hunting. Sniffing, digging and tumbling are way more fun than watching TV. After all, what could possibly happen?

It's not long before Oddball digs up their first treasure. She's quickly disappointed to discover it's no treasure at all - in fact, it's one of those horrid toys from the Cruella De Vil Toy Factory! No wonder it ended up buried in Regent's Park. What kid would want to play with any of Cruella's ugly "hunks of junk"?



That's just what's driving Cruella into another red-hot temper tantrum! Her toys, designed by her high-tech hapless inventor, Rodney Farzboom, have been a colossal flop at stores throughout England. Cruella believes it's because children are spending all their pocket money on their spoiled pets instead of on her 'wonderful' toys.

Now facing financial ruin, Cruella must do something quick. Getting Farzboom on the phone, she snaps at him to initiate "Plan B." The inventor re-programs the control chips in Cruella's toys, transforming shelves of unsold merchandise into a miniature army of robotic pet-nappers. With the help of her seedy sidekick, Parisian fur designer Jean-Pierre LePelt, and her devious henchmen, Horace and Jasper Baddun, Cruella is sure her puppy-snatching plan will be a "spotacular" success.

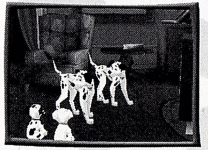
When Oddball and Domino return home, they find their parents, Dipstick and Dottie, in despair. The TV news is broadcasting a special emergency bulletin. In urgent tones, the TV anchor announces that Dalmatian puppies throughout England are vanishing! Everyone agrees this has the frightening touch of one of Cruella's De Vil's scheming plots.

Thankfully, Domino and Oddball are still safe. Dipstick cautions them to stay and watch over their humans, before anything worse happens. He and Dottie are going to go look for the missing puppies.

The door is barely shut before Oddball takes a stand. "Do you want to stay here and be good, or do you want to help rescue the puppies?"

"My thoughts exactly, Sis," says Domino. "Let's go!"

Oddball and Domino race off to their biggest adventure yet - but this time they could be biting off more than they can chew!



MINIMUM SYSTEM REQUIREMENTS

WINDOWS®

Microsoft® Windows 95/98

Pentium(tm) class processor, 233MHz or faster

32MB RAM or greater

50MB free hard disk space

4X speed CD-ROM drive

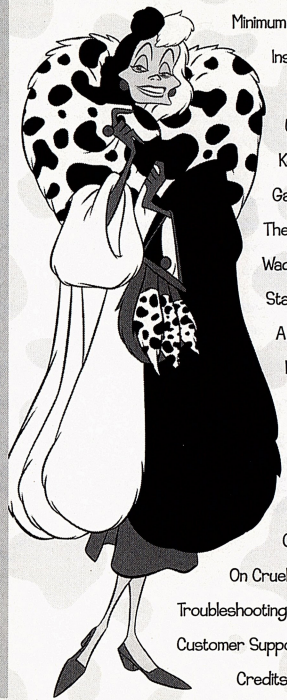
16-bit DirectX-compatible sound card

16-bit color DirectX-compatible 4MB video card

DirectX-compatible gamepad (Optional)

Microsoft Windows 2000 Disclaimer:
This product is designed for use with Microsoft Windows 95 and 98. Although it may install and run on a system using Microsoft Windows 2000, we cannot guarantee its complete compatibility with that Operating System. Microsoft Windows 2000 is intended primarily for use within a business environment. All software titles presently supported by Disney Interactive are intended for Home Entertainment purposes only. Currently, no updated versions or patches are planned that would ensure Disney Interactive software titles complete functionality with Microsoft Windows 2000. Microsoft is developing Windows 2000 Compatibility Updates that address various compatibility issues relating to Windows 2000. Some Windows 2000 users may benefit from the increased compatibility these updates offer with preexisting software. This does not guarantee all products will eventually function with this operating system. Nor does Disney Interactive assume responsibility for the Windows 2000 Compatibility Updates. Please refer to the Microsoft website or documentation provided with your operating system or computer hardware for more information about the Windows 2000 Compatibility Updates compatibility issues and technical support. Refer to the Customer Support section of the Disney Interactive web site at www.disneyinteractive.com for any additional compatibility information.

TABLE OF CONTENTS



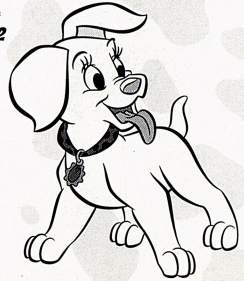
Minimum System Requirements 2
Installing the Program 3
Starting the Program 4
Uninstalling the Program ... 4
Keyboard Default Controls .. 5
Gamepad Default Controls.... 5
The Game..... 6
Waddlesworth..... 6
Starting Play..... 7
A Paws For Rest 8
Puppy Action 11
Camera 12
Fun On The Run 13
Level End..... 15
Saving..... 15
Cruella's Toys 16
On Cruella's Trail 17
Troubleshooting 19
Customer Support..... 19
Credits 21

INSTALLING DISNEY'S 102 DALMATIANS, PUPPIES TO THE RESCUE

Exit all other programs and applications when Installing ***Disney's 102 Dalmatians, Puppies to the Rescue.*** Also, exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with Installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then Insert the CD in the CD-ROM drive.

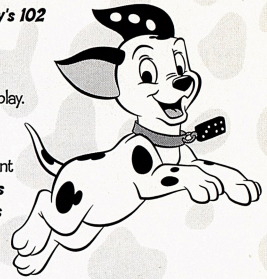
If your CD-ROM drive is AutoPlay-compliant, the Installation process will begin automatically when the CD is Inserted in the CD-ROM drive. Follow the on-screen prompts to complete the Installation. During the Installation, you will be given the opportunity to register the program electronically. If the Introduction screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and select **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** Icon.
3. From the **install/Uninstall** tab, click on **install Now** to begin the Installation.
4. Follow the on-screen prompts and Instructions to complete the Installation. If you have any difficulty when Installing ***Disney's 102 Dalmatians, Puppies to the Rescue***, please check the ***Disney's 102 Dalmatians, Puppies to the Rescue Help File*** on the CD.



STARTING THE PROGRAM

Exit all other programs and screen savers, and then Insert the ***Disney's 102 Dalmatians, Puppies to the Rescue*** CD into the CD-ROM drive.



If your CD-ROM drive is AutoPlay-compliant, ***Disney's 102 Dalmatians, Puppies to the Rescue*** will automatically launch and you will be able to play. If the ***Disney's 102 Dalmatians, Puppies to the Rescue*** is already In your CD-ROM drive and your CD-ROM drive is not AutoPlay-compliant, click on **Start** and select **Programs**. From the Programs sub-menu, point to **Disney interactive**, select the folder called ***102 Dalmatians, Puppies to the Rescue***, and then click on the ***Disney's 102 Dalmatians, Puppies to the Rescue*** icon.

UNINSTALLING

To remove the program from your hard drive, click on **Start** and point to **Programs**. From the Programs sub-menu, point to **Disney interactive** and select the folder called ***102 Dalmatians, Puppies to the Rescue***. From the ***102 Dalmatians, Puppies to the Rescue*** sub-menu, click on the **Uninstall** ***Disney's 102 Dalmatians, Puppies to the Rescue*** icon. Follow the on-screen Instructions to complete the uninstallation.

KEYBOARD AND GAMEPAD DEFAULT CONTROLS

	KEYBOARD	MICROSOFT® SIDEWINDER GAMEPAD
MENU NAVIGATION	Directional Arrows • Menu Movement Enter Key - Menu Confirm Esc Key - Menu Cancel	Directional Pad • Menu Movement B - Menu Confirm A - Menu Cancel
GAME CONTROLS	Directional Arrows • Puppy Movement ⬆ Forward, ⬇ Back, ⬅ Left, ➡ Right	Directional Arrows • Puppy Movement ⬆ Forward, ⬇ Back, ⬅ Left, ➡ Right
ACTIONS	ALL NUMBERS BELOW ARE ON THE NUMERIC KEYPAD ONLY 0 - Jump 2 - Puppy Tumble 1 - Bark / Shoot (in certain scenes) 3 - Sniff / Dig / Talk / Action 4 - Camera Rotate Left 6 - Camera Rotate Right Spacebar - Switch Puppy	B - Jump A - Puppy Tumble C - Bark / Shoot (in certain scenes) Y - Sniff / Dig / Talk / Action L-Shoulder - Camera Rotate Left R-Shoulder - Camera Rotate Right

WADDLESWORTH

'Allo there!
So you've taken a mind to rescuing your puppy family? Quite commendable! I can't be sure, but I think your parents may very well need your help. And speaking of help, you could use a bit of it yourself. That's why I'm here. Waddlesworth's the name. Helping Dalmatians is my game.

Now look here. That Cruella De Vil is a master at making the situation as hard as can be. My guess is she's had the puppies dropped off all over England. If you start in Regent's Park, you'll soon find yourself going all 'round the town, rescuing puppies left and right. While you're out and about, here's what to do to win the game . . .

MUNCH THE BONES

What puppy can resist a tasty biscuit? When you munch all 100 bones in a level, something quite nice is sure to happen.

RESCUE THE PUPPIES

Crates are what you look for. Hear that yelping? There's a little fellow inside. Tumble into the crate and you'll set another puppy free.

BREAK THE TOYS

Nobody wants to buy them. They're just more of Cruella's mischief, quite horrid and annoying. Break every one you can with a bark or a tumble. Try to get them all, because many will leave something good behind. And be careful, they're out to get you as well.

TRAP THE BADDUNS

Cruella's bumbling henchmen Horace and Jasper are out to catch you. It takes more than barking and tumbling to get rid of them. Look for something in the level that could trap them. Your animal friends will help! (See page 12.) By the bye, once in a while you can even trap LePelt. Don't mind if you do!

DEFEAT CRUELLA!!

Now there's a job. Awfully hard to do, but not impossible. Specially if you've cleared all the levels and rescued all the pups.

There are more things to find and do in the game, before Cruella rears her two-toned hairdo. So get ready for a fantastic adventure. And don't forget ... I'll be there to help. I may even give you a tour from the air. And that's something not even Cruella can buy!

STARTING PLAY

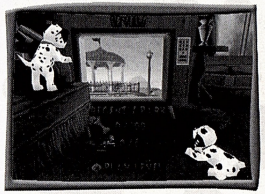
1. At the Title screen, press the ENTER key.
2. Choose one (Directional Arrows ⬆/⬇, then press the ENTER key):

NEW GAME Start from the beginning. You can play as either Oddball or Domino by pressing the SELECT button (this can be done anytime during gameplay).

LOAD GAME Resume playing a game you previously saved. (See page 17 for more information.)

NAVIGATION SCREEN

You can see the levels available to you by changing channels on Oddball and Domino's TV. Press the Directional Arrows as shown in the following paragraphs, and then press the ENTER key:

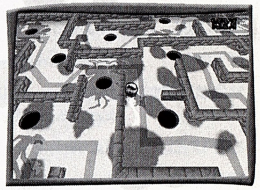


London Channel (⬅/➡ then ENTER)
When starting a NEW GAME, you'll begin at Regent's Park. The numbers below the level name show the number of Bones collected and the number of Puppies rescued.

When you finish Regent's Park, another level opens on the Navigation screen. The more you play, the more levels you'll open. You can always return to a level you've already played to increase your numbers. And don't forget to look for secrets and fun puzzles to solve.

Sticker Book Channel (⬇ then ENTER)
As you complete certain tasks, you'll receive stickers that look like puzzle pieces. Collect these because that's just what they are. They go into your Sticker Book pages according to the level where you found them. When you get all the stickers in a level, a surprise scene appears.

Mini-Games Channel (⬇⬇ then ⬅/➡ then ENTER)
Puppies need play time, too. Take a rest from rescuing the captured pups to play mini-games like Dig Dog and Tilt Maze. In three of the mini-games you can play with a friend. The more levels you play from the London Channel, the more mini-games you'll find on the Mini-Games channel.



A PAWS FOR REST

1. Press the ESC key on the Navigation screen or anytime during play. The Paws (pause) screen will appear.

2. Choose one (Directional Arrows ⬆/⬇, then press the ENTER key):

CONTINUE Return to the screen you paused from.

OPTIONS Adjust some game settings (see below).

SWITCH PUPPIES Toggle between Domino and Oddball as your puppy (in regular levels only).

EXIT LEVEL Quit the level you're playing and return to the Navigation screen.

EXIT GAME If you paused from the Navigation screen, this takes you back to the Title screen.

OPTIONS SCREEN

Choose one (⬆/⬇) then change its setting ⬅/➡):

MUSIC VOL Adjust from loudest (10) to softest (0).

SOUND VOL Adjust from loudest (10) to softest (0).

SPEAKERS Choose MONO if your computer has one speaker; STEREO if it has two.

VIBRATION Toggle the controller's vibration function ON or OFF (only on optional supported gamepads).

DONE Return to the Paws Menu.

HEAD'S-UP DISPLAY

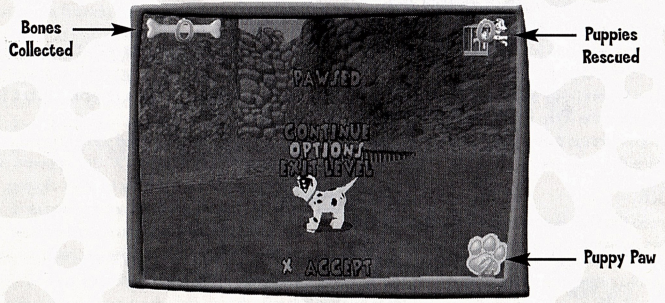
The Paws screen also shows how you're doing:

BONES In the upper left corner you can see how many bones you've munched in the level.

PUPPIES In the upper right corner you can see how many puppies you've rescued in the level.

PUPPY PAW In the lower right corner you can see your Health level and Tries remaining. The toes in the Puppy Paw show how many hits you've taken (empty toes) and how many more you can take (full toes) before losing a Try. If too many toes are empty, look for some food to eat and "beef up" your Health again. If you lose all your Tries, select "Continue" and your Puppy can restart the level with three additional Tries.

Note: The head's-up display also appears for a few seconds whenever you increase one of your numbers (Bones/Puppies) or talk to an animal friend. This helps you keep track of your game.



PUPPY ACTION

Your puppy energy will really put the bite on Cruella's evil toys. Go get 'em!

RUN

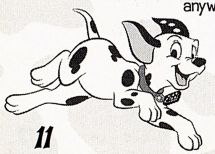
- Use the Directional Arrows to run.
- You can bound over longer distances by pressing the Jump Button while running. It's cool to feel so free!
- You can also move faster by tumbling (Puppy Tumble button), though steering will be a little more difficult.

JUMP

- Press the Jump Button to jump. Hold down the button to jump higher.
- Jumping also gets you to higher places, like counters and pedestals.
- When jumping on trampolines, remember to hold down the Jump Button for higher jumps.
- Jump on things that you can ride on and see where they take you.

BARK

- Press the Bark Button to bark and shatter toys.
- Barking won't stop a Baddun, but you can bark anyway just 'cuz it feels great!



TUMBLE

- Press the Tumble Button to tumble head-over-paws for a short distance, hopefully bashing into toys.
- That's also the way to break open crates and free the puppies.
- When you tumble into toys, they may leave something behind. Be sure to collect whatever they drop.

SNIFF

- Press the Sniff Button to sniff the ground for clues. Sniffing leads you to the closest interesting thing – a bone, an enemy robot toy or even a puppy crate.
- Your "sniffer" will also lead you to buried "treasures." Look for an "X" that appears on the ground - that's where to start digging.
- When you sniff, a trail of arrows appears leading in the direction you should go. The arrows fade out after a few seconds, so you may want to sniff again.

DIG

- When you've sniffed your way to an interesting spot (marked by an "X," see "Sniff" on page 11), press the Sniff Button again to dig. Digging uncovers hidden stuff.
- Many things that puppies like (and need) are hidden under the dirt. They can only be found by digging in the right spot!

DOG-PADDLE

- Dog-paddling comes naturally when you jump into a pond, fountain or stream. Just press the Directional Arrows and away you go!

TALK TO THE ANIMALS

- Friendly animals have quite a bit to tell you. With some animal friends, talking begins automatically when you run up to them. With others you'll need to press the Sniff/Dig/Action Button to begin talking (you'll see a prompt in the lower right corner of the screen). Listen for hints and clues. If a critter asks a favor, do your best to help out. You'll always be rewarded.

SPECIAL ACTIONS

- At certain spots you can perform special actions by pressing the Sniff/Action Button. Stand near an object and look for the Sniff/Action Button prompt in the lower right corner. If it appears, press the button to do things like shoot the Squirt Gun in the Toy Store and throw the switch in De Vil Manor.

CAMERA

You are the cameraman! Use the Camera Left and Camera Right Buttons to rotate the camera 360 degrees around your Puppy and get right in on the action. If you are having trouble completing a jump, try rotating the camera to the left or right for the perfect angle.

Keeping your fingers on these buttons, for quick camera turns can help you navigate through the levels with ease.

FUN ON THE RUN

COLLECTABLES

Lots of things puppies love are scattered around the levels. So don't rush through. Take your time and collect all you can. ***Be sure to collect all the Bones and other food items (for extra health) you can find!*** The more you explore, the more riddles you'll figure out. And the more secret surprises you'll get! There is no penalty if you don't gather all the goodies. But you'll get additional rewards if you gather all the collectables in a level.

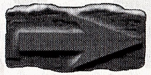
PUPPY PAW

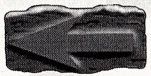
You can be knocked over by the attacking toys and Badduns, but it takes four hits before you lose a Puppy Paw. You'll see your Puppy Paw whenever you get thumped, and also when you pause the game (by pressing the ESC key). Each full toe represents one hit you can take; an empty toe means the hit is used up. The number in the Puppy Paw shows how many Tries you have left. When you lose one Paw you restart the level; when you lose all the Tries in the Paw, the game is over. ***You can restore lost hits by gobbling food items found in the levels.***

TRIES

Collecting a Puppy Head restores one Try (adds one to the number) in your Puppy Paw.

SIGNPOSTS



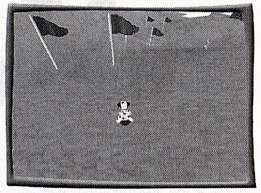


You'll see picture signposts that give you directions. Some show which way you should go, and others point to where animal friends can be found. These help you stay on track so you don't get too lost in the level mazes.

PUZZLES

Some levels have puzzles that will keep you from going forward. For instance, you may come upon a switch that needs to be turned on with a special object before you can pass it by. Many puzzles show you their solution in a visual clue, and it's up to you to figure out how to get it. You will either have to find and use a certain object, or enlist the help of a friendly animal. Once you get what you need, return to the puzzle task and you will perform it automatically.

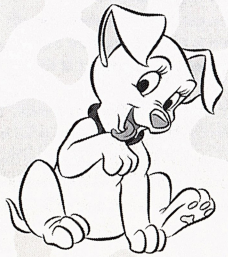
COOL TRICKS



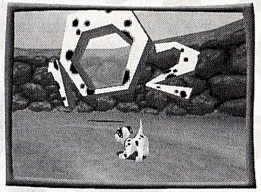
Cool tricks are things you can do just for fun! For example, slip 'n' slide on the Slalom Course in the Ice Festival level. Try to slide through all the gates and collect all the bones. If you don't make it the first time around, have another go. See if you can find cool tricks that none of your friends have discovered.

COLLECTING STICKERS

When you achieve certain goals within a level, you'll receive a sticker. This is actually a puzzle piece of a larger picture. When you go to your Sticker Book (see page 9), all the stickers you've collected will show up in the level's picture. When you get all the stickers for a level, the entire picture will be revealed.



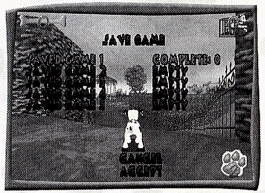
LEVEL END



When you find a big glittering "102" banner, you're at the end of the level. You can stay in the level and keep searching and playing. If you're ready to leave, jump through the banner to exit the level.

When you leave a level, you'll also be able to save your game. Press the ENTER key to answer "Yes" to the prompts and save your game. If you don't want to save, press the Directional Arrow ⬆ and then press the ENTER key to answer "No."

SAVING



DISNEY'S 102 DALMATIANS. PUPPIES TO THE RESCUE lets you save your game progress, including all your actions, bones collected and puppies saved.

- To save at a Waddlesworth checkpoint, press the Sniff/Action Button and answer "Yes" to the prompts (⬆ arrow then ENTER key). Additionally, when you get close to a Waddlesworth checkpoint, your place in the level is saved. If you lose a try before reaching the end of the level, you will restart at the last checkpoint you activated.
- To save when you exit a level, press the ENTER key to answer "Yes" to the prompts. If you don't want to save, press the Directional Arrow ⬇ and press the ENTER key to answer "No."
- To save from the Paws screen, select EXIT LEVEL (⬇ arrow then the ENTER key). (If you're pausing from the Navigation screen, select EXIT GAME.) Answer "Yes" to the prompts (⬆ arrow then the ENTER key). On the Save screen, select a slot (⬆/⬇ arrow keys then the ENTER key) to finish the save.

CRUELLA'S TOYS

Cruella's toys are anything but playthings. Farzboom souped up these bite-size pests into robotic pet-snatchers. Their attacks are different, but they all have one goal - capturing the puppies! You're bark attack won't work on some of them, and tumbling into others will just get you hurt. So figure out which attack works best on each one. Here are just a few. Look out - there are plenty more!

RADIO-CONTROLLED ROADSTER

Cruella's very own car in mini-size roars toward you at ramming speed. It even cackles like Cruella.

TOY SOLDIER

Armed with a tiny projectile launching bazooka, the Toy Soldier is a one-man invasion force.

JACK IN THE BOX

Don't be fooled by its musical nursery tune. Jack's bobbing head can rear back for an over-the-top head bop.

DOZER

This dirt-pusher attacks straight on at a fast speed, and it's tough to stop. It'll roll over and play possum, then attack again!

CLAPPING MONKEY

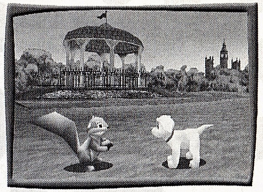
This cymbal-banging ape is a real headache. It likes to screech and run, but if you corner it, you're in for a puppy-clanging!

BADDUN PUNCHING BAG

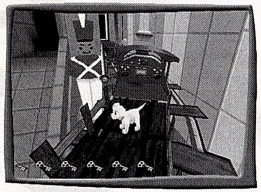
This bouncy bag rocks away undamaged when you tumble into it. When it rocks forward again, watch out for its two-fisted punch!

ON CRUELLA'S TRAIL

REGENT'S PARK



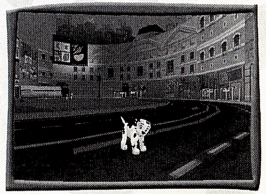
- Explore a fine old English park where you can tumble on the grass, sniff in hedge mazes and paddle around in ponds.
- Take a slide on the waterfall. Wasn't it time for your bath?
- Meet Fidget the Squirrel. She's a bit frantic since she forgot to gather food for the winter. Bring her favorite nut back to her and earn your reward.
- The locked shed in the far corner holds something you're looking for. You can open it by deactivating Cruella's Radio-Controlled Roadster.
- Herd the park pigeon near the pigeon statue to see something cool.
- Jasper hounds you with his swishing dog-catcher's net. Lure him near the beehive and he'll get "buzzed"!



TOY STORE

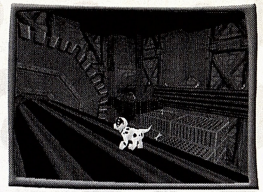
- Hitch a ride on the toy train to find a secret room where Cruella has hidden one of your puppy friends.
- Use the Squirt Gun to pop the giant bubbles.

PICCADILLY

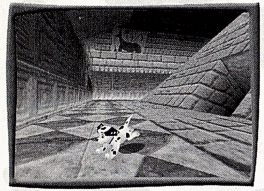


- Listen to all the different calls in the phone booths.
- Jump on top of cars to reach higher places.
- Bark at the manhole covers. When they open, you can drop down through the manholes to scoot to different parts of the level.
- You can also use the manholes to trap Horace!

BIG BEN



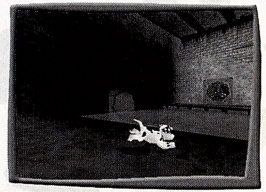
- The spinning axles pose a puppy problem. While crossing them, be careful they don't spin too far over or your Puppy will fall off.
- For the highest bounce, jump off moving pistons and counterweights when they're going UP.
- Follow the pointing signs to stay on track.



ROYAL MUSEUM

- Slide across marble floors and down banisters to escape Cruella's fur-loving cohort LePelt!
- For extra puppy play, put ancient treasures back in their proper places..

THE UNDERGROUND



- Use switches to turn things on and off.
- Ride gusts of steam to get to certain places. Watch out - they can also blow you off course!
- Don't fear the whirlpool. Falling through it will take you to a new area.

MORE LEVELS ...

Those were just a few hints to help you get started. Good show! Now, keep searching, sniffing and digging through the rest of the levels and see what you can find on your own! Your dogged determination is sure to put Cruella and her cohorts "in the doghouse"!

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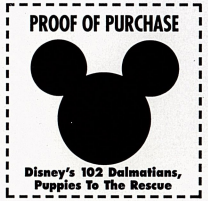

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